

CLAIMS

1. A method of authenticating a cashless gaming machine instrument, comprising:

5 acquiring player authentication data via a device on a gaming machine;

placing the player authentication data on the instrument; and

requiring validation of the player authentication data on the instrument for negotiation of the instrument.

10 2. The method of claim 1, wherein said player authentication data is acquired via a player tracking system implemented on the machine.

3. The method of claim 2, wherein said player authentication data is acquired from a player tracking card inserted into the machine.

4. The method of claim 1, wherein said player authentication data is acquired via a keypad entry.

15 5. The method of claim 1, wherein said player authentication data is a signature entered via a touchscreen implemented on the machine.

6. The method of claim 1, wherein said player authentication data is an image of a personal identification card entered via a scanner implemented on the machine.

20 7. The method of claim 1, wherein said player authentication data is acquired via a biometric device implemented on the machine.

8. The method of claim 7, wherein the biometric device is selected from the group consisting of a fingerprint scanner, and iris scanner, a digital camera and a microphone.

25 9. The method of claim 7, wherein the biometric device is a fingerprint scanner and the player authentication data is fingerprint image data.

10. The method of claim 7, wherein the biometric device is an iris scanner and the player authentication data is iris image data.

11. The method of claim 7, wherein the biometric device is a digital camera and the player authentication data is a photographic image.

12. The method of claim 7, wherein the biometric device is a digital camera and the player authentication data is ratiometric facial data.

5 13. The method of claim 7, wherein the biometric device is a digital microphone and the player data is unique voice characteristic data.

14. The method of claim 1, wherein the player authentication data is printed on a cashless gaming voucher.

10 15. The method of claim 14, wherein the data is at least one of encoded or encrypted.

16. The method of claim 14, wherein the data is printed in barcode.

17. The method of claim 1, wherein the negotiation of the instrument comprises cash redemption of the instrument.

15 18. The method of claim 1, wherein the negotiation of the instrument comprises use of the instrument for game play.

19. A gaming machine, comprising:

a master gaming controller designed or configured to control a game play sequence comprising a presentation of one or more games on the gaming machine;

20 a cashless gaming instrument input mechanism coupled to said master gaming controller;

a player authentication data acquisition mechanism coupled to said master gaming controller; and

25 a cashless gaming machine instrument output mechanism designed or configured to generate a cashless gaming machine instrument and place player authentication data acquired by the acquisition mechanism on the instrument.

20. The gaming machine of claim 19, further comprising a player tracking unit coupled to said gaming controller.

21. The gaming machine of claim 20, wherein the player authentication data acquisition mechanism is a card reader for a player tracking card inserted into the machine.

22. The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a keypad implemented on the machine.

23. The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a touchscreen implemented on the machine.

24. The gaming machine of claim 19, wherein said player authentication data is an image of a personal identification card entered via a scanner implemented on the machine.

25. The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a biometric device implemented on the machine.

26. The gaming machine of claim 25, wherein the biometric device is selected from the group consisting of a fingerprint scanner, and iris scanner, a digital camera and a microphone.

27. The gaming machine of claim 25, wherein the biometric device is a fingerprint scanner and the player authentication data is fingerprint image data.

28. The gaming machine of claim 25, wherein the biometric device is an iris scanner and the player authentication data is an iris image data.

29. The gaming machine of claim 25, wherein the biometric device is a digital camera and the player authentication data is a photographic image.

30. The gaming machine of claim 25, wherein the biometric device is a digital camera and the player authentication data is ratiometric facial data.

31. The gaming machine of claim 25, wherein the biometric device is a digital microphone and the player authentication data is unique voice characteristic data.

32. The gaming machine of claim 19, wherein the output mechanism comprises a printer.

33. A cashless gaming machine instrument, comprising:

30 an instrument medium;

player authentication data identifying a gaming player as owner of the cashless instrument placed on the medium.

34. The instrument of claim 33, wherein the instrument medium is a printable substrate and the player authentication data is printed on the substrate.

5 35. The instrument of claim 34, wherein the instrument is a gaming machine voucher.

36. The instrument of claim 34, wherein the authentication information is at least one of encoded or encrypted.

10 37. The instrument of claim 33, wherein the instrument medium is a smart card and the player authentication data is stored on the smart card.

38. The instrument of claim 33, wherein the instrument medium is an electronic data file and the player authentication data is stored in the file.